
Subject: Re: Post Process Shaders in Rengade!!!
Posted by [Jerad2142](#) on Fri, 08 Dec 2006 07:06:21 GMT
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icedog90 wrote on Thu, 07 December 2006 22:16Yeah, great job...

...just make sure you don't max out the bloom to the sky and everything else and make it look waaay unrealistic, like a lot of new games do today.

Ha, your to late for RA:APB
